VALIANT.
SEPT NO. 4
25¢ CAN 30¢
PRINTED IN THE U.S.A.
VALIANT
=VOICE=
VALIANT UNLEASHES SECRET WEAPONS!
THE VALIANT ERA IS IN THE CARDS
CENTERFOLD FEATURE: FULL-COLOR DEATHMATE™ POSTER!
RETURN OF THE VALIANT ART AUCTION AND MORE!
SECRET WEAPONS #3: THE COMING OF THE SPEEDSHOTS

VALIANT. VOICE.

VOLUME NUMBER ONE
ISSUE NUMBER FOUR

MANKIND'S HOUR OF GREATEST NEED IS NOW!

June 1993 sizzles with excitement as VALIANT introduces its twelfth title, the long anticipated SECRET WEAPONS. Written and penciled by Joe St. Pierre, with inks by Bob Wiacek and colors by Mike Cavallaro, SECRET WEAPONS is VALIANT's first present day team-up book, bringing together different combinations of characters from across the modern era VALIANT continuity. Geoff McEnroy, the Earth's current geomancer, and Livewire and Stronghold, the two renegade teenagers from the HARBINGER series, form the regular cast in this on-going monthly series that will showcase different characters with each storyline, as well as introducing new characters to the VALIANT universe.

SECRET WEAPONS #1 kicks off the exciting "Coming of the Darque Age" storyline as Master Darque offers Fred Bender (from SOLAR, MAN OF THE ATOM #14-15) unlimited power, transforming him into Doctor Eclipse. In return for near-omnipotence, Eclipse must pledge his unquestioning loyalty to Darque and destroy Solar! Fortunately, Geoff the Geomancer senses the birth of Darque's evil champion and brings together several heroes - X-O Manowar, Bloodshot, Shadowman and the Eternal Warrior - to stop him.

Also in June is SOLAR, MAN OF THE ATOM #25, part two of the "Coming of the Darque Age" storyline. This non-stop action issue features Solar's lone battle against Doctor Eclipse. Having split himself into two beings in issue #23, Solar is no match for the more powerful Eclipse. Can Solar hold out until Geoff returns with reinforcements, or will Master Darque achieve his final victory? The storyline reaches its epic conclusion with July's SECRET WEAPONS #2. As the assembled heroes combat the menace of Doctor Eclipse, Master Darque unveils his true plot...to unleash a being of untold power upon the Earth.

SECRET WEAPONS #3 begins the two-part "Empirical Dynasty" storyline as the Eternal Warrior and Archer & Armstrong help Geoff, Livewire and Stronghold fight the Iwatsu Corporation and its army of ersatz "Bloodshots" - the Speedshots. The story concludes in September's BLOODSHOT #11.

Bob Layton, VALIANT's Editor-in-Chief, promises that in future SECRET WEAPONS issues, the number and variety of characters featured will be dictated by the story. "The only regularly featured characters will be Geoff, Livewire and Stronghold...other VALIANT heroes will be brought in as needed," said Bob. "I want the book to really focus on the three principals - Geoff, Amanda [Livewire] and Eddie [Stronghold]. Although Geoff is a Geomancer, he's still a teenage kid who wants friends his own age. He's also aware of his responsibilities as a Geomancer. He knows he needs protectors to help him carry out his duties. VALIANT is going to establish a strong bond between Geoff, Livewire and Stronghold in the first issues, and also delve into Geoff's responsibilities as a Geomancer," recounted Layton.

Joe St. Pierre, regular series writer and penciler, sees the book as a wonderful opportunity to do some interesting team-ups. "SECRET WEAPONS gives us a chance to bring together different characters in the VALIANT universe who you might not normally see - Bloodshot and Shadowman, Gilad and X-O and so on." He added, however, "Regardless of the guest stars, its focus is the three core characters - Geoff the Geomancer, Livewire and Stronghold. I really want to give a sense of human relationships between the trio...to show realistic characters interacting and responding to situations."

With SECRET WEAPONS, VALIANT proves once again that the secrets of success lay in the combination of solid stories and excellent artwork.

EDITORIAL

"You can't please all of the people all of the time."

True words.

In an era of multiple version, foil stamped, glow-in-the-dark covers, some publishers have used these gimmicks to conceal what they know to be second-string material. VALIANT has used this new printing technology to your advantage.

VALIANT has taken what we consider our top-of-the-line products and added something extra. State-of-the-art, never before seen enhancements have graced such notable classics as BLOODSHOT #1, MAGNUS #25, and TUROK #1. We're proud of the quality of these products—inside and out.

But that's seemingly not the feeling with everyone in the VALIANT family. Many of you have written and phoned expressing concern about these enhancements jumping us in with our shameless competitors.

This concerns me.

So here's what I'm going to do about it. I'm going to let the VALIANT readers decide. After all—it's your company, too.

Send us a postcard with your vote:

❑ Yes! We love the special covers!! Keep it up!

❑ No! Cut it out! No more cover enhancements.

On August 31st, we'll tabulate the results and announce your decision in the October Bulletin Board.

We want and value your opinion. As part of the VALIANT family, this is your opportunity to set policy.

Bob Layton
Editor-In-Chief

THE VALIANT ERA...IT'S IN THE CARDS

The Upper Deck Company has earned a reputation for creating new and unique products. That tradition continues in July with the highly anticipated "VALIANT Era" trading card set, the first scheduled release from Upper Deck's new Pyramid brand of non-sports cards. "The VALIANT Era: A Trading Card History of the VALIANT Universe" is the result of a partnership between two of the hottest companies in their respective industries. "We're proud to be associated with VALIANT," said Upper Deck President Richard McWilliam. "Through our relationship with VALIANT, we intend to rejuvenate the comic card industry in the same way that we revitalized the baseball card industry in 1989."

The 120-card "VALIANT ERA" set will feature every cover produced from March, 1991 to December, 1992 for the VALIANT action adventure comics line. Each card front will have an "artwork only" full bleed design that allows the beauty of the VALIANT cover art to shine. Information on the card back will include the title, issue number, date of publication, a piece of interior art, and a detailed plot synopsis. Each card will have UV coatings on both sides, and feature the trademark Upper Deck hologram.

Randomly inserted in the packs are cards from two exciting Upper Deck subsets. "First Appearances" is a ten-card subset featuring prominent characters, the books they debuted in, and their significance to the VALIANT universe. "Unseen Art" is the second ten-card subset featuring alternate and upcoming covers, character treatments and other never-before-seen art. Superstar penciler Joe Quesada will be providing an ultra-rare bonus card for this subset. To enhance the set's value, some of the subset cards will be produced using a technology so revolutionary, it has even been named yet!

Upper Deck has also announced that its next VALIANT project will be part of an unprecedented crossover card set done with Topps to coincide with the upcoming "DEATHMATE" crossover project between VALIANT and IMAGE comics. The Upper Deck portion of "Deathmate: The Card Set to End All Time" will focus on VALIANT's creators and the work they have contributed to the crossover. The set is scheduled for release later this summer.

When two companies, each known for their commitment to a quality product, come together, the results are sure to be nothing short of spectacular. It's history in the making for Upper Deck and VALIANT...and success is in the cards!

JOE AND BOB

Joe St. Pierre and Bob Wiacek

The VALIANT Voice recently had an opportunity to sit down and chat with Joe St. Pierre and Bob Wiacek, two of the creators on VALIANT's newest book - SECRET WEAPONS. Over lunch at a local restaurant, the discussion centered around Bob and Joe's artistic upbringing, the secrets of their success, and things to expect from SECRET WEAPONS.

VV: Joe, would you mind starting for us? How did you get to VALIANT?

JSP: Well, I sent samples in and Don Perlin called me two days later.

VV: You came to New York City to work for Valiant?

JSP: No. I came to the city to go to school. I went to Pratt [Institute] for two years, and then to SVA [School of Visual Arts] for two years.

VV: Were you at SVA when you began to work for Valiant?

JSP: No. I was working and trying to get into comics. It's a very difficult business to get into.

VV: You were "pounding the pavement", so to speak?

JSP: Yes. I cranked out samples regularly until I got a gig.

VV: You knew that early on that you wanted to do comics?

JSP: Very early on...I was probably in kindergarten drawing comics. I sent my samples to everyone...Marvel, DC...

VV: And then Valiant?

JSP: Yup! Don [Perlin] called at 9:00 a.m.. And it happened at a great time...I was getting kicked out of my apartment, in a dead end job. And on the verge of quitting the business. Suffice it to say, it was great timing.

VV: What was the first thing you did for VALIANT?

JSP: I pencilled RAI.

VV: You just came in and they gave you RAI.

JSP: Yes. All those low print-run RAIs in use now.

VV: That's interesting. How about you, Bob?

BW: After high school, I went to the School of Visual Arts for three years. My third year, I had Will Eisner as a teacher, which revitalized me with respect to my work. I was sleeping off there for a while.

JSP: I had Eisner as well.

BW: Really? He's great. You're lucky to have had him.

JSP: He's inspirational to listen to.

BW: So, like everyone else at the time, I was getting rejected. Hundreds of rejections...but then, there was this studio called Continuity Associates (now Continuity Comics) run by Neal Adams and Dick Giordano. They were doing advertising and comics. So I went up there and Neal looked at my stuff. He said my pencils were atrocious but my inking was pretty nice. So, it was a way to get my foot in the door and I grabbed the opportunity. Neal was very blunt. I'm glad he was honest with me that my pencils weren't very good and I would have to improve. So, I now had an opportunity...I started doing backgrounds for Dick Giordano. I was about 23 or 24 at the time.

JSP: Good gig.

BW: It was a great studio to work for, because all the names came together. Walt Simonson would drop by, Wally Wood, Jack Abel. A lot of us got to rub elbows with the greats. Myself, Joe Rubinstein, Terry Austin, Bob McLeod, Ralph Reese started there. I got to do backgrounds for Wally Wood. Everyone you could think of, I got to do backgrounds for. Then I got my first break break by doing backgrounds for Mike Grell on the Legion of Superheroes and then taking over for him when he left. Then I inked Guardians of the Galaxy for Marvel. So I was floating for awhile.

VV: When did you first gain an interest in comics?

BW: Very early on; about the same age as Joe. I liked Batman and Superman. But the stuff I really got into was DC's minor characters like the Challengers of the Unknown, Rip Hunter, the offbeat ones. Marvel's Monster Tales of Suspense. And then, I saw the Fantastic Four. So, since then I thought it was cool to put movies on paper. That seemed like the life I wanted.

VV: It's interesting that the artists I've spoken to...they seemed to have decided their careers at a very young age and have not really deviated from it.

JSP: Well, that's not to say I don't have other things I'd like to do. Comics were just the first things to hook me.

BW: I want to do other things.

JSP: I would like to get into film...I'd like to be an astronaut. You mock me, but I'm serious...don't laugh.

VV: What do you think of the talent scene these days?

BW: Well, you can't generalize...I'd have to take it on an individual basis. I think for the most part they follow what's there...the newer guys don't yet have a style of their own. Right now, they're just learning and not necessarily adding a lot of depth. But that ultimately comes in time.

VV: Whose work do you like?

BW: Scott Williams, Tom Ryder, Bob Layton, Ralph Reese. Ralph on Hobo was great to see.

VV: Whose pencils do you like, Joe?

JSP: Jim Lee, Frank Miller and Mike Mignola. I like some of the stuff that they do. Mignola has some great thinking going on in what he does. That's what I look for, nice thinking.

Because I'm writing SECRET WEAPONS, I'm looking more to the story. How the art tells the story...storytelling includes action and characters with real life to them. I look for that now...a real life. That doesn't include only drawing. It's movement and energy and then design. It could look like nothing in particular, but what really turns me on is the energy an artist can exude. Rendering the hell out of everything doesn't mean anything if there's no life.

BW: But it's nice to have both...

JSP: Well, yes. But my main priority right now is the energy and life I can bring out. I don't know if I pull it off, but I'm trying. Look at Kirby. You look at his stuff today and it's still valid. The panels are smaller and you don't have the popular two-head double page spread...but there's so much energy that can't be denied.

I want people to be affected by what I do. To walk away with some feeling about what I've done. Whether it be, "Wow, that was fun!" or even if it reminds you of your dead dog.

BW: I agree. Also if it inspires you to do, not the same thing, but more.

JSP: How you draw, the actual technical execution is the last thing I look for. Pretty stuff without any real character definition is uninteresting to me.

VV: Are you excited about the new book?

JSP: Well, yes. Honestly, I'm glad to just be working.

VV: What's the gist of the book?

JSP: It's a team-up book, whose guiding force, for all involved, is Geoff the Geomancer. He communicates with the Earth. He speaks to objects and knows when problems arise.

BW: That's interesting, because as an inker...and more so because I work out of the office, I really don't know what the central focus of the book is. I can tell visually, but I don't know the whole story.

JSP: Geoff is able to communicate with the planet and assemble the group as he sees fit. If someone like Doctor Eclipse shows up, Geoff knows a lot of power is going to be needed to fight him. In the third issue, Gilad gets kidnapped, so Geoff doesn't need to call everyone in the universe to help.

VV: Is it hard to draw and write a book that involves characters used in existing books?

JSP: It's hard to keep track of what everyone's doing. I have to keep track of what's going on in each title. And the regular titles are tying my story in with theirs. So I talk to Kevin [VanHook] and the other writers and editors to see where they plan to go. If I want to use Shadowman, but Bob Hall says he's on Mars this issue, I have to use someone else.

VV: Any Valiant secrets you can share?

JSP: Hmmm... The characters in SECRET WEAPONS are really facets of my multiple personalities!

VALIANT

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VALIANT VOL II ART DECO TARO

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VOICE MAIL

Please address all correspondence to:
VALIANT VOICE™
c/o VOYAGER COMMUNICATIONS INC.
275 Seventh Ave.
New York, NY 10001

Dear VALIANT,

I am writing this letter to tell you that comics are becoming very popular in our school. Ever since I introduced the students to a VALIANT comics article in our Student Advocate Newspaper, more people are starting to collect every day.

Before the article, only about 10 percent of the students collected comics. But with this impacting article (in three weeks), now about 25 percent collect. In this article, I talked about the comic hobby, and how it's starting to increase. I wrote that the hobby has changed in a good way, *from DC to Marvel to VALIANT.*

I also wrote about the ways that VALIANT has revolutionized the comic world - the drawings are better and the stories are more interesting to read than Marvel or DC. In fact, VALIANT comics are the hottest comics around, with ***MAGNUS ROBOT FIGHTER*** and ***RAI.***

Now I am starting a comic club with my friends at school. Already seven members have joined in and more people are asking for information about the VALIANT world. In our club VALIANT is favored by most of our students, but especially by me.

With such an impact, I am thinking of writing a second article describing the stories of all the VALIANT comics. Unfortunately I don't have all of the VALIANT back issues such as ***RAI*** #1-4 and ***MAGNUS ROBOT FIGHTER*** #0 (the origin of Magnus) due to lack of finances and rarity. Could you please send these to help us further educate our friends and students within the VALIANT world.

I love the new chromium covers on ***TUROK*** and ***BLOODSHOT.*** This is a new, special twist in the comic hobby. Right now, I'm looking forward to the new VALIANT comics coming out, such as ***SECRET WEAPONS.***

Mark Mower
Silver Spring, MD

*VV: Thanks for spreading the word about VALIANT, Mark...that's the type of promotion we appreciate and encourage. Sorry we couldn't help out with **RAI**'s #1-4, but I'm sure you understand just how rare that these issues are after reading the final installment of "The Fifteen Rarest VALIANT Comics."*

*There's good news for every VALIANT fan, however...the **RAI** Trade Paperback is scheduled for release in September, reprinting issues #0-4 of the series, plus a special bonus polybagged with the trade paperback. Keep your eyes peeled for future issues of the VALIANT Voice for more details.*

• • •

Dear VALIANT,

Let's be honest. I have been a faithful follower since day one of VALIANT comics, starting with ***MAGNUS ROBOT FIGHTER*** over and above all publications and titles. I enjoy all of the great story-telling as well as astonishing art and creativity.

After reading "Echoes of the Voice", I finally decided to stop being lazy and let you know what I have done for VALIANT. I hope you appreciate it as much as I appreciate VALIANT.

I have my own small Barber shop business with an above average clientele. In the last year or so, I have been letting my clients, friends and family know about VALIANT. At first, they looked at me strangely and somewhat confused but, I'm a NPRV (Normal Person Reading Valiant). I still continue to explain my regular presentation about VALIANT concepts to comics. Out of nowhere, VALIANT enters a market flooded with normal, stereotypical comics and I have proof. I've read CVM, Wizard, ECV's (Echoes of the Voice), etc. By the time I'm half-way finished with my presentation, I let them read one of my copies of VALIANT. I have thirty copies for adult clients and 3-6 for kids. I ask each client after 6 months to call me and tell me what issues they have and how there are more NPRV's.

Thank you Valiant,

John L. Stribling
Owner of Real Cut Barber Shop
Atlanta, GA

VV: What a great idea, John...give your customers a lesson in VALIANT history while they get a shave and a trim. I remember going to the local barber shop as a youngster...getting a chance to read all those great old comics while I was waiting for my turn in the chair. It's gratifying to know that a new generation will have the same opportunity, and that VALIANT will be a part of it.

• • •

Dear VALIANT Voice,

I have always been a fan of the comic industry in general. As a kid, I was fascinated by a certain Marvel character (Ghostrider) and collected his comics regularly, and any other comic he appeared in I would quickly grab off the shelves. But to my surprise, he was killed off and I was left with nowhere to go. I tried reading different titles but the thrill was not there for me, so I just gave it up altogether.

In 1990, my childhood character was revived and a monthly comic reappeared. Being unaware of this revival, I did not get in on the first few issues, so I quickly began hunting back issues. To my surprise the fascination of the earlier comic just wasn't there. I began to wonder was it the comic? Or was it me? (Since, at this time, I was now in my 30's, I began to think I had outgrown comics.)

Now, this is where VALIANT and I meet up. During my back issue hunting, I would always run in to people looking for VALIANT back issues. It never failed, every time I was comic shopping someone else would be asking "Where can I find ***MAGNUS, SOLAR*** or ***HARBINGER*** back issues?"

This began to raise my curiosity, so I picked up ***MAGNUS*** #21. WOW! I loved it; it really blew me away. I found myself picking up ***UNITY*** back issues and now I'm hooked ever since. I immediately knew that I was not too old and the fascination was still there, not in just one comic, but the whole company. I have built a complete VALIANT collection except ***HARBINGER*** #1-6, ***X-O MANOWAR*** #1-6 and ***RAI*** #2-4, these being some of the most expensive and hardest-to-find issues.

This brings me to my question. In VALIANT Voice #2, it is said that VALIANT does not give out print runs. Is this true? In my search for back issues, I picked up a Comic Buyer's Guide newspaper, and there was an ad by a back issue dealer in which the print run was listed by the price. How did they get this information? Is this a legitimate piece of information that they have supplied me with? Either way, I just want to set the record straight.

Mostly, I want to thank you for bringing the thrill back into comics. Keep up the great work!

Matt M. Morelli
Huntsville, Alabama

*VV: You're never too old for VALIANT, Matt. Just ask Don Perlin, who pencils **BLOODSHOT**...and also some of those **GHOSTRIDER** issues you mentioned! One of our goals is to expand the comics market, and helping to bring back former readers is one way we're doing it. Many of those missing issues are being reprinted in trade paperback form - **HARBINGER TPB**, 2nd printing, was just offered in May, as was the **X-O MANOWAR TPB**, and **RAI TPB** is scheduled for September. As for that print run info...it's all guess work. We DO NOT give out that information, so those retailers are obviously guestimating to come up with these numbers. Be warned...some of that info being listed is way off the mark.*

NEWS FLASH

DEATHMATE RUS TOUR UPDATE

The long awaited *DEATHMATE* Bus Tour is fast approaching. Commencing June 26, 1993, in New Orleans, LA, and ending in San Diego, CA on August 19, 1993, the tour promises to be an adventure for all!

Below is a tentative list of the VALIANT artists participating on the tour:

June 26 - June 29, 1993
New Orleans - St. Louis
Joe St. Pierre
Jack Hall
Howard Simpson

June 29 - July 1, 1993
New Orleans - Chicago
Kevin VanHook
Joe St. Pierre
Maurice Plaisance

July 10 - July 12, 1993
Boston - Baltimore
Tom Grindberg
Joe Quesada
Bob Layton

July 13 - July 15, 1993
Baltimore - Atlanta
Yvel Guichet
Mike Lackey
Kevin VanHook

August 13 - August 16, 1993
Seattle - San Francisco
Rodney Ramos
Jorge Gonzalez
John Ostrander

August 17 - August 19, 1993
San Francisco - San Diego
Sean Chen
Bernard Chang
Mark Morrell

Dates and artists are subject to change. There will be three IMAGE artists on each tour. Stores on the tour's route will be announced at a later date. So watch for the store nearest you!

CONGRATULATIONS

Congratulations go out to VALIANT's own Production Manager, Darren Sanchez who married Amy Elizabeth Swagerty on April 24, 1993 and Computer Graphics Designer, Susan Erich, who married Sheree Boyd on March 20, 1993. VALIANT wishes each couple much success and happiness!

VALIANT ART TOUR

The following are upcoming stops on the VALIANT Art Tour. Be sure to catch a when it comes to your area!

June 3 - 14, 1993
Dr. No's
3420 Canton Road
Marietta, GA 30066
(404) 422-6663

June 18 - 29
The Comic Strip
1561 Calera Valley Road
Pelham, AL
(205) 733-0431

THE BIGGEST CROSS-OVER EVENT IN T

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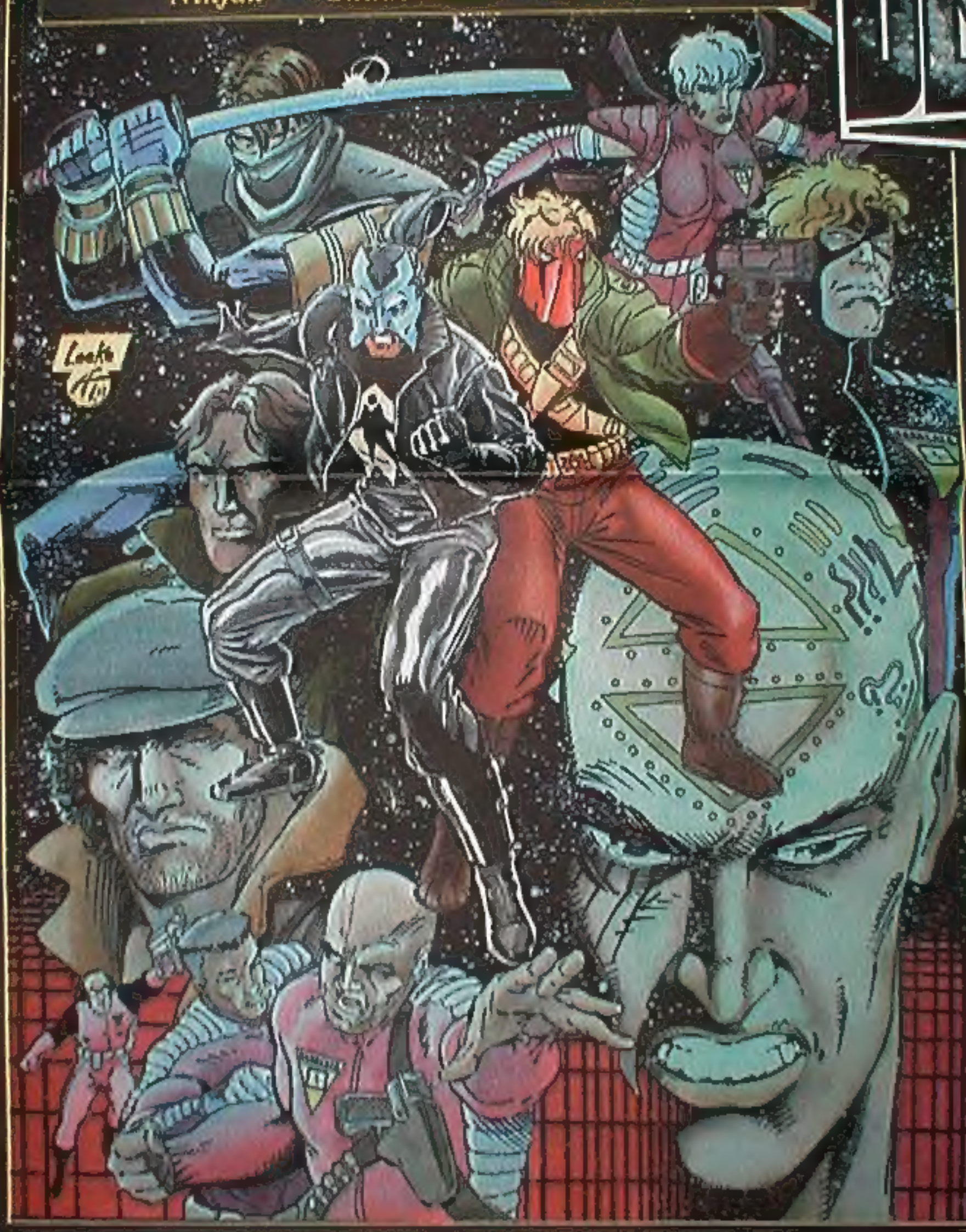

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I THE HISTORY OF COMICS...CONTINUES!

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DEATHMATE BLUE
FEATURING:
Battlestone™ • Brigade™ • Harbinger™ • Impact™ • Livewire™ • Magnus™ • Solar™ • Striker™ • Stronghold™ • Supreme™

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VALIANT TRIVIA QUIZ

*As part of our ongoing effort to promote and stress readership, the VALIANT Voice will, from time to time, run trivia quizzes to test your knowledge of characters and events in the VALIANT universe. **This is not a contest... Do not send the answers to VALIANT.** All answers will be found in next months VALIANT Voice, so you'll have plenty of time to track down the answers.*

1) According to Armstrong... what type of airplane did the Eternal Warrior fly during World War II?

2) What extremity did Ax lose in his first encounter with Bloodshot?

3) Before she came to Oxb Industries, who did Randy Cartier work for?

4) Who is the Malev Emperor's new Visier?

5) What is Ninjak's real name?

6) How many days long was Unity?

7) Name the three members of the H.A.R.D. Corps' "B-Team."

8) Which of Ax's renegades was accidently absorbed by Stronghold?

9) What is the name of the Cyberaiders' ship?

10) Who commands the CIA's Tactical Team?

11) Name the bartender at Armstrong's favorite "waterin' hole."

12) Who nursed Turok back to health after he arrived in South America?

13) How old is Arle of Dacia?

BONUS QUESTION:
Who killed Erica Pierce?

THE FIFTEEN RAREST VALIANT COMICS

PART THREE OF THREE

It's been a fun ride these past few months, but all good things must come to an end. Without further ado, we present... the five rarest VALIANT comics!

5. ***HARBINGER #1***
"Where the Lost Light Gleams..."
Flamingo single-handedly stops Rexo and the spider aliens, then she and the kids grab Ax and high-tail it back to Earth. Depositing Ax in the middle of nowhere, the kids go home only to find that they've been away for five months. Having second thoughts about remaining as a team, Zeppelin and Flamingo return to their families. Sting's jealousy pushes Kris closer to Torque, then, she too leaves. Ax, meanwhile, accesses Harbinger Foundation files to get data on Fort Spikeman and Bazooka. Ax and his new allies ambush Torque and are ready to finish him off. Back together again, the kids come looking for Torque, arriving in time to save him from Ax. Nursing their wounds, the kids spend Christmas together.

4. ***RAI #2***
"To Burn"
Rai wages war on the Neoplum drug trade. The Healers disclose the location of a production facility in order to prevent Rai's interference with Project Homecoming. At the Satori Commerce Spire, a Neoplum production center, Rai faces Icespike, an enforcer set on killing Rai to acquire a reputation. Rai and Kazuyo defeat him but he manages to elude capture. Meanwhile, Icespike's employer, Councilor Seko, decides to have Rai eliminated.

3. ***RAI #1***
"The Infinity Trip"
Rai, exiled from Japan, and his son take a shuttle to Earth. Councilor Seko, not willing to face the return of Rai, has sabotaged the shuttle, which heads off into space out of control. He then kills the President and lures Kazuyo into a trap. He has her hand cut off, severing her contact with the alien armor. Rai, realizing that "He" can power the shuttle, crash lands the ship onto Earth. As he and his son climb out of the wreckage, he is confronted by Gilad and Rokland Tale, the Geomancer of 4001.

2. ***RAI #1***
"The Equality of Slaughter"
Rai's father, Bentaro, lures him outside Japan while the Healers prepare to launch a rocket containing a human override which will force Grandmother's return. Government troops and Kazuyo attack the launch site but Makiko and the Healers have constructed a battle suit with power comparable to the X-O Commando. Rai arrives in time to save his estranged wife but in the ensuing battle the Healer's rocket is launched off course tearing through Japan's outer skin and killing thousands. Councilor Seko, responsible for the disaster, plays the tragedy to his party's advantage and has Rai exiled.

And now, the moment you've all been waiting for... the ultra-scarce ain't-got-none-so-why-we-lose yawn! VALIANT regular title is... a drum roll please, Brad...

1. ***RAI #0***
"The Devil in the Nerveweb"
Healers, using codes provided by Councilor Seko, alter the Nerveweb to block and then, attack Rai. At the same time Makiko attacks Kazuyo, who is without her armor and the Healers attack the desalinization control for the sea water storage facility. Rai manages to escape the Nerveweb and Kazuyo defeats Makiko. With only two days remaining until the launch of Project Homecoming, the Healers have managed to turn many of the people of Japan against Rai.

A VIEW from editorial

It didn't take long for me to realize that, not only was the VALIANT Voice a good idea, but a great opportunity for an insider's column, as well. From my desk in the Production Department, I get to eavesdrop on the crazy conversations and daily goings-on of our Art and Editorial Departments.

So naturally, I thought of writing a behind-the-scenes column with little-known facts and insights. For instance, did you know that the new character Stronghold, from the pages of ***HARBINGER*** and ***SHORT WEAPONS***, was designed to resemble our own Knob, Ted (Gunther) Halsted? Also, if you look real close, you may notice a striking resemblance between Dr. Mirage and his penciller Bernard Chang. Keep in mind that not all of our characters resemble their respective artists - - although Don Perlin would swear that Bloodshot is his sparring image, at least from the hair-cut down!

Next month I'll try to describe what it's like to work here at VALIANT and I'll have another "Did You Know?" that will interest all of you continuity experts.

Darren Sanchez
Production Manager

BERNARD CHANG

– AND DR. MIRAGE

TED HALSTED

– AND STRONGHOLD

DON PERLIN

– AND BLOODSHOT????

VALIANT ART AUCTION

RULES AND REGULATIONS

Valiant is pleased to offer a select piece of original art for sale through auction. All works are unmatted and unframed on comic art boards. All proceeds go directly to the artist.

You can place your bid by mailing a letter with your name, address, phone number and the amount of your offer to: *Voyager Communications Inc., 275 Seventh Avenue, New York, NY 10001.* Each letter should contain a bid for one sale only. Bids of unlimited amounts will not be accepted. All bids must be received by July 15, 1993. Valiant will not be responsible for error or failure to execute bids. Bids will not be accepted by telephone. The piece will be awarded to the highest bidder above the minimum bid. In the event of duplicate bids, the artwork will be awarded to the bid with the earliest postmark. The winning bidder will be notified and invoiced within few days of the sale. The winning bidder will pay the full puchase price upon receipt of invoice. Unless exempted by law, the puchaser will be required to pay the combined New York State and local sales tax, any applicable compensating use tax of another state, and if applicable, any federal luxury or other tax on the total puchase price. In the event of the winning bidder's failure to pay the full purchase price, the artwork will be awarded to the next highest bidder. The results will be published in the VALIANT Voice.

The conditions of sale, as well as the purchaser's and our respective rights and obligations hereunder, shall be governed by and construed and enforced in accordance with the laws of the State of New York. By bidding at an auction, the purchaser shall be deemed to have consented to the exclusive jurisdiction of the state courts of, and the federal courts sitting in, the State of New York.

Shadowman #8 Cover
11"x 17" Pencil & Ink Original
Minimum Bid = $400 U.S. Dollars
Pencils by Yvel Guichet
Inks by Bob Layton

INQUIRING VOICES

HOW OLD IS GEOFF?

Geoff McHenry, earth's current Geomancer, looks too young to be entrusted with that kind of responsibility. How old is Geoff?

Geoff is about 17 years old. Geomancers age more slowly than normal humans, so Geoff looks about 13 or 14. Remember Buck McHenry, Geoff's predecessor? He would have been over 110 years old when he was killed in *ETERNAL WARRIOR #7* - and he was still pretty spry for his age. There is nothing mystical about this slower aging process. The Geomancers just lead extremely healthy lives. They know how to keep poisons and wastes from accumulating in their bodies and they have the earth itself to advise them on how best to live. It's in the earth's interests to keep them alive as long as possible.

TIMELINE OF THE VALIANT UNIVERSE

Sandria Darque is born.

1805 A.D.

Toyo Harada is born in Hiroshima, Japan.

1854 A.D.

Tarok and his tribesman, Andar, discover a doorway to the Lost Land in the Dakota Territories.

Sgt. Gilal Abrams meets PFC Joe Nicoletti during the siege of Khe Sahn, the last time they meet for many years.

1947 A.D.

Toyo Harada uses his power to amass a vast fortune to fund the Harbinger Foundation.

1968 A.D.

Obadiah Archer is accepted to a temple in Ladakh, where he becomes the finest fighter and archer in the world.

1977 A.D.

Buck McHenry recruits a successor as Geomancer - his nephew, Geoff McHenry.

JUL. 1984

Tarok appears in Colombia from the Lost Land.

FEB. 1985

Joe Nicoletti becomes the trainer for Harada's "Tigerclaws" - young Harbingers who are like elite strike team.

1987 A.D.

A cartel named Omen Enterprises is formed by a secret group of corporations to fund the H.A.R.D. Corps.

1989 A.D.

1991 A.D.

CONTINUED MONTHLY IN THE VALIANT VOICE

~COMING THIS MONTH~

Archer & Armstrong #14

By Mike Baron, Andrew Wyatt, Clayton Carmen and Mauricio Pastrano
$2.50/$3.15 Canadian • Shipping from Sparta

Now that they've settled down, Armstrong wants to do something nice for Archer - much like all about the facts of life.

Bloodshot #8

By Jim Parham, Kevin VanHook, Ted Raimi, Rodney Ramos and Jade
$2.25/$2.85 Canadian • Shipping from Rumble

To rescue Malcolm from DCLA terrorists, Bloodshot must first overcome a shotgunner whose fist has robbed him of his powers.

Deadside

PROLOGUE

By Bob Layton, Jim Lee, Rob Liefeld and Barry Windsor-Smith
$2.95/$3.75 Canadian • Shipping from Sparta

Their Love Will End All Time... A chance encounter between VALIANT's split-personality Solar™ and IMAGE Creator Vin™ from Jim Lee's WILDC.A.T.S. begins to unravel the strands of time, creating the alternate continuity where IMAGE and VALIANT characters co-exist.

Eternal Warrior #14

By Kevin VanHook, Mark Howell, Stan Drake and Paul Ashe
$2.25/$2.85 Canadian • Shipping from Rumble

Return of the Immortal Enemy (Pt. 3 of 3) - Guest-starring: Bloodshot! Will Geoff be forced to kill the Eternal Warrior to end the Immortal Enemy's reign of terror?

Harbinger #20

By Maurice Fontenot, Howard Simpson, Gonzalo Mayo and Mario Boccart
$2.50/$3.15 Canadian • Shipping from Sparta

Peter must make peace with the only man he ever feared - his father.

Hard Corps #10

By David Michelinie, Mike Lacka, Paul Ashe and Dave Calyack
$2.25/$2.85 Canadian • Shipping from Rumble

Guest Starring Turok, Dinosaur Hunter - When our team is terrorized by prehistoric predators, only Turok can help them.

Magnus #28

By John Ostrander, Jim Calafiore, Ralph Reese and Mark Cuiner
$2.25/$2.85 Canadian • Shipping from Sparta

After Nord's destruction of North Am's weather control center, Magnus battles Nord, Meltdown and the Malevs.

Future Force #13

By John Ostrander, Sean Chen, and Kathryn Bolinger
$2.25/$2.85 Canadian • Shipping from Sparta

Kai's abilities as a leader are tested when it appears there is a traitor in the team. Also, one of the mysteries surrounding Spyluckie's quest is solved.

Wetworks #1

By Joe St. Pierre, Bob Wiacek, and Mike Cavalieri
$2.50/$3.15 Canadian • Shipping from Sparta

The Coming of the Dacque Age (Pt. 1 of 3) - Sensing a great evil threatening the Earth, Geoff the Geomancer brings together several heroes - X-O Manowar, Bloodshot, Shadowman, Solar, the Eternal Warrior, Live wire and Stormfield - to combat the menace. Together they must battle Dr. Eclipse, Master Darque's evil champion - a being more powerful than Solar himself.

Shadowman #17

By Bob Hall, John Dixon and Mike Cavalieri
$2.50/$3.15 Canadian • Shipping from Rumble

Guest Starring Archer & Armstrong (Pt. 1 of 2) - Shadowman must come to Notre's rescue when an old acquaintance and his current partner appear on the scene.

Solar Man of the Atom #25

By Kevin VanHook, Peter Gross, Danny Pakenicki and Carol VanHook
$2.25/$2.85 Canadian • Shipping from Sparta

The Coming of the Dacque Age (Pt. 2 of 3) - Solar finds himself alone against Dr. Eclipse, fighting a battle he cannot possibly win.

Turok Dinosaur Hunter #3

By David Michelinie, Bernard Chang, Randy Elliott and Jorge Gonzalez
$2.50/$3.15 Canadian • Shipping from Rumble

Turok and his allies try to hold out against Mon-sak's berserker horde.

X-O Manowar #20

By Jorge Gonzalez, Paris Lawrence and Tom Ryder
$2.25/$2.85 Canadian • Shipping from Sparta

Operation Deep Freeze (Pt. 3 of 3) - Only Toyo Harada can help Aric in his battle with the U.S. Government.

VALIANT

COURTESY OF:

Next Issue:

As the bestiest months wrap up, so does the confrontation over *DEATHMATE*. VALIANT blows its doors on spectacular-and-personal with some of the most explosive and [illegible] issues ever.

See you in 30 days...